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1 Information technology a management problem 77%

O. E. Dunn

Proceedings of the SHARE design automation project January 1966

Some wags, in moments of profound realism, declare that the words "information technology" should never be uttered by man. Instead, they should be replaced by a tetragramation such as the Hebrew: YHVH—the sacred word for the Ineffable Name of God. The implication being, that the phrase "information technology" connotes such an expanse of knowledge and is so totally incomprehensible that it is nearly a description of the Almighty Himself. Much merit may be seen in ...

2 A digital video display system implemented on a KIM-1 77%

microcomputer

N. Solntseff , M. D. Drummond

Proceedings of the 3rd ACM SIGSMALL symposium and the first SIGPC symposium on Small systems September 1980

The "microelectronic revolution" and the accompanying decrease in the cost of semiconductor memory has increased the availability of raster-scan graphical displays, yet, as pointed out in a recent survey [BAE79], the implementation of graphics software for raster-scan systems has lagged behind that for random-scan ones. The aim of the work described in the present paper has been to apply random-scan techniques to a system employing a relatively inexpensive raster-scan device. Th ...

- 3 Panel: Database management systems in 1990 77%
4 John L. Berg
Proceedings of the 1982 ACM SIGMOD international conference on Management of data June 1982
- 4 Doctoral symposia: Holistic framework for establishing 77%
4 interoperability of heterogeneous software development tools and models
Joseph Puett
Proceedings of the 24th international conference on Software engineering May 2002
This research is an initial investigation into the development of a Holistic Framework for Software Engineering (HFSE) that establishes mechanisms by which existing software development tools and models will interoperate. The HFSE captures and uses dependency relationships among heterogeneous software development artifacts, the results of which can be used by software engineers to improve software processes and product integrity.
- 5 Information systems: techniques and applications: A stepwise 77%
4 approach to database design
James P. Fry , Beverly K. Kahn
Proceedings of the 14th annual conference on Southeast regional conference April 1976
As evidenced by the high cost of processing data, an important problem facing the Database Administrator is the effective design of the database. Database design is a complex problem that not only pervades the data processing function but eventually the entire enterprise or agency. Recent results indicate that an effective database design must be based on both processing and non processing-oriented information represented in an information structure perspective and usage perspective. Utilizing a ...
- 6 Software engineering tools and environments: a roadmap 77%
4 Harold Ossher , William Harrison , Peri Tarr
Proceedings of the conference on The future of Software engineering May 2000
- 7 Asymptotic resource consumption in multicast reservation styles 77%
4 Danny J. Mitzel , Scott Shenker
ACM SIGCOMM Computer Communication Review , Proceedings of the conference on Communications architectures, protocols and applications October 1994
Volume 24 Issue 4

The goal of network design is to meet the needs of resident applications in an efficient manner. Adding real-time service and point-to-multipoint multicast routing to the Internet's traditional point-to-point best effort service model will greatly increase the Internet's efficiency in handling point-to-multipoint real-time applications. Recently, the RSVP resource reservation protocol has introduced the concept of "reservation styles", which control how reservations are aggregat ...

- 8 Toward a methodology of optimizing programs for high-performance computers 77%

Rudolf Eigenmann

Proceedings of the 7th international conference on Supercomputing
August 1993

This report describes experiences in porting the Perfect Benchmarks programs to the Alliant FX/8 and Cedar machines. Although there is much to learn before we can really say we know how to optimize programs successfully for parallel computers in general and for hierarchical shared-memory architectures in particular, it is hoped that this report will be helpful to those who are beginning to port and transform programs for parallel machines. Perhaps it is even an interesting reference for exp ...

- 9 Compile-time analysis of parallel programs that share memory 77%

Jyh-Herng Chow , William Ludwell Harrison

Proceedings of the 19th ACM SIGPLAN-SIGACT symposium on
Principles of programming languages February 1992

Traditional optimization techniques for sequential programs are not directly applicable to parallel programs where concurrent activities may interfere with each other through shared variables. New compiler techniques must be developed to accommodate features found in parallel languages. In this paper, we use abstract interpretation to obtain useful properties of programs, e.g., side effects, data dependences, object lifetime and concurrent expressions, for a language that s ...

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